Department 30 4-H Hall Exhibits

4-H Exhibition Hall
Somerset County 4-H Extension Educator:
Danielle Savoy - 207-474-9622
danielle.savoy@maine.edu

Setup: Monday August 10th 4:00 - 8:00 pm & Tuesday August 11th 12:00 - 8:00 pm

Class 1: 4-H Club Exhibit

GENERAL RULES:

Setup of 4-H Exhibits will take place on Monday, August 10th from 4:00 pm to 8:00 pm and Tuesday, August 11th from 12:00 pm to 8:00 pm.

An exhibit is a representative sample of a youth's current work in 4-H. Adults may guide work and make suggestions, but not contribute materially to completed exhibits.

Club leaders will submit 4-H Club Intent to Exhibit Entry Form that certifies their club members' exhibits represent current approved projects and activities. Club leaders are responsible for ensuring that all computer-generated graphics, documentation, charts, etc. are the work of the member exhibiting, that their members' exhibits are entered in proper categories and meet minimum standards. Cloverbuds will not be judged competitively but will receive a rosette and gratuity. Judges may eliminate any exhibits that are of inferior quality.

Please use the 4-H Club Intent to Exhibit entry form to list your entries, and you must reserve a booth space by sending in the Reservation Form obtained from Somerset County Extension Office. Must be submitted by July 17th.

We use the "Danish System" to evaluate individual 4-H exhibits. This means:

Judging is based on comparison to a standard, not on comparison to others in the class.

Judges may consider skill level based on age and circumstance and expect a higher performance from older 4-H'ers, so there is some variance within the standard.

Ribbons and premiums are awarded to worthy exhibits on the basis of individual merit.

Purple Ribbon/Judges' Choice: Superior quality, excellent work.

Blue Ribbon: Excellent quality, overall good work, may have room for refinement.

Red Ribbon: Average to above average quality. Shows signs of quality, but some areas need improvement.

White Ribbon: Below average quality. Considerable improvement needed.

PREMIUMS

Best in Show	Blue	Red	White

Premium amounts are listed below the category or variety number. If premiums are the same for all categories, amounts will be listed above category 1.

CATEGORY NUMBER

$5.00	$3.50	$2.50	$1.50

Cloverbuds will receive a $3.00 gratuity and ribbon.

101 Aerospace:
The atmosphere of the Earth and the region of space around it; the industry concerned with aircraft, missiles, satellites, and spacecraft; travel in space. Projects in this area should focus on the knowledge and research of this frontier science field. No flammable fuels.

102 Agriculture:
The science, art, and business of cultivating the soil, producing crops, and raising livestock. Projects in this area should reflect work in the history of agriculture, global agriculture, current issues such as genetically modified crops, organic designation, etc. Work should be

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thorough and clearly presented through various media.

103 Aquaculture:
Rearing aquatic animals or cultivating aquatic plants for food. Projects in this area should reflect work in this area, such as raising bait, developing trout ponds, etc. and may be presented through various media.

104 Arts & Crafts:
Activities and hobbies that are related to making things with one's own hands and skills. Exhibits in this project area could reflect work in pottery or ceramics, basket making, seasonal crafts, jewelry, leather craft, candle making, decoupage, glass, stonework, or other areas.

105 Beef:
Cattle that are raised for meat. Projects in this area should focus on the production, management, genetics, or skills necessary for the production of quality beef animals. Work may be presented in a variety of media.

106 Bicycle:
Projects in this area all should have something to do with bikes; development of a bike trail, bike safety, research on effectiveness of bike helmets, rules of the road for riding bikes in traffic, uses of bicycles around the world for transportation, inventions of bike accessories, etc. and may be presented through various media.

107 Cats:
Projects in this area should focus on the care and ownership of this domesticated animal and may be presented through various media.

108 Child Care & Development:
Child Care is the service involving care for other people's children, development covers the biological and psychological changes that occur between birth and adulthood. Projects in this area should include strategies, tools, safety, child nutrition, and/or research covering stages of child development, etc. and may be presented through various media.

109 Clothing, Textile, & Fiber Arts:
Clothing includes coverings for the body; a textile is any kind of woven, quilted, knitted, crocheted, knotted, or tufted cloth or non-woven fabric. Fiber arts include spinning, weaving, felting, and quilting. Exhibits should include examples of work that demonstrate different techniques and levels of difficulty for the participant and may include samples of home decor and furnishings made of cloth as well as surface decoration (tie-dye, marbling, stenciling, etc.) of textiles or clothing.

110 Communications & Public Speaking:
The activity of conveying ideas to the public/potentially large audiences. Projects in this area should cover any form of communication including journalism using either traditional or new technol-

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ogy. Exhibits in this category can include written copy of any speech to convince, to deliver information, or to entertain on any appropriate topic. Work may be presented in a variety of media.

111 Composting & Recycling:
Composting is the decomposition of biodegradable organic matter; recycling is the art and/or science of processing used materials to create new products. Projects in this area should research or demonstrate either composting or recycling and may be presented in a variety of media. Exhibiting creative transformations of waste into decorative or useful items is encouraged.

112 Computer Technology:
The activity of designing, constructing and programming computers. Projects in this area should focus on knowledge of and show examples of computer hardware or programs. (See 148 for website and digital design)

113 Creativity Unlimited:
This category is for any exhibit that does not fit under another category.

No more than two exhibits may be entered in this category.

114 Dairy Cattle:
Cattle that are reared for their milk production. Projects in this area should focus on the production, management, genetics, or skills necessary for the production of quality dairy animals. Work may be presented in a variety of media.

115 Digital Art:
Computer generated, scanned, or drawn using a tablet and a mouse. Work should be framed or otherwise prepared for hanging.

116 Dog:
Projects in this area should focus on the care, ownership and skills of the owner and animal. Work may be presented in a variety of media.

117 Energy:
Any source of usable power. Projects in this area should research or demonstrate types of energy such as solar, geothermal, nuclear, hydroelectric, wind, coal, fuel oil, renewable, or research of energy efficiency, or projects dealing with electricity are expected, etc. Work may be presented in a variety of media.

118 Engines, Tractors & Field Equipment:
Apparatus for agricultural production. Projects in this area should focus on the uses, maintenance, function, or development of this equipment. Results can be presented in various media.

119 Entomology & Bees:
The study of insects. Projects in this area should focus on insects, their habitats, their body structure, groups of insect families, current issues in insect health, care and maintenance of bee equipment, etc. No live insects permitted. Exhibit examples: A display showing at least three stages of the life cycle of one insect; mounted labeled insects; one half pint of honey from a

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member's beehive; a display, poster or notebook about beekeeping, social structure of bees, the beehive or how to extract honey, etc. Work may be presented in a variety of media.

120 Entrepreneurship & Economics:
The practice of business, economics, or marketing. Projects in this area should center on business opportunities or business aids the 4-H'er has developed. Photographs, descriptions of plans, products, brochures, t-shirts or web pages explaining the business or product are all welcome. Work may be presented in a variety of media.

121 Fine Arts 2D:
Original creations; all work done by the 4-H'er. Projects in this category include drawings and prints; watercolor, acrylic or oil paintings; collage. Items must be framed or otherwise prepared for hanging.

122 Fine Arts 3D:
Original creations, all work done by the 4-H'er. Projects in this category include assemblage, sculpture of wood, stone, clay, and/or metal. Items must be prepared for display.

123 Family Life:
The members of a household under one roof including the strengths and needs of all. Exhibits in this area could include examples of family events such as game night, or methods of dealing with family stresses including births, hospice, or financial restrictions and how the family developed strategies to thrive during stress. Work may be presented in a variety of media.

124 Foods and Food Preservation:
Exhibits in this area may include samples of foods that have been prepared by the 4-H'er. Food exhibits must include a sample of 3 servings on a disposable plate inside of a clear plastic bag and write recipe on a recipe card. Items must be food safe for the judges and will be on display during hot weather. Food will be judged on taste, texture, and appearance. Food preservation exhibits should include two samples of food that have been preserved with details about processing indicated on the Life Skills wheel. Sealed containers will not be opened. Other examples of food project exhibits include a weekly menu plan developed to promote good health or for a specialty purpose—vegan, gluten-free, diabetes management, etc.

125 Forestry:
The art and science of managing forests, tree plantations, and related natural resources. Projects in this area should research or demonstrate uses, products, or critical issues in the area of natural forest resources. Work may be presented in a variety of media. Examples: One half pint of maple (or other tree) syrup that the member collected and processed or a display, poster or notebook about maple sugaring, identification and life

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cycle of trees, invasive forest species, etc.

126 Gardening & Horticulture:
This area includes cultivation of plants; fruits, vegetables, flowers, and ornamentals. Projects should reflect work in gardening (either indoors or outdoors) and the production of food items, flowers, herbs, etc. Work may be presented in a variety of media. Vegetables and fruit must be displayed on a white paper plate. Produce should be displayed in the quantities listed:

1. Beans or peas—10 pods
2. Radishes or Brussels sprouts—5 each
3. Corn—3 ears
4. Beets, cucumbers, carrots, parsnips, potatoes, onions, peppers or tomatoes (green or ripe) - 3 each
5. Small fruit, including cherry tomatoes-½ pint box
6. Turnips, rutabagas, cabbage, broccoli, melon, squash or pumpkin – 1 each
7. Indoor plants must be alive and healthy.
8. Herbs may be either dried, clipped, or presented living in a pot
9. Floral arrangements and corsages may use any combination of cultivated and wildflowers to present a pleasing visual effect. No invasive or poisonous species, please.

127 Goats:
Agile animals that are raised for dairy production, fiber, meat or companionship. Projects in this area should focus on the production, management, genetics, or skills necessary for the production of quality, healthy goats. Work may be presented in a variety of media.

128 Healthy Living:
(Includes Health and First Aid) Taking responsibility by making smart health choices for today and the future. Projects in this area may include research and demonstration in a variety of areas including fitness, smoking prevention, drug free activities for teens and families, personal safety of information on the internet, etc. Examples: A first aid kit for the family, barn or vehicle; posters including photos of the 4-H'er participating in designated sport and containing information on the extent of involvement. Work may be presented in a variety of media.

129 Hobbies & Collections:
A hobby is a spare-time recreational pursuit; a collection is 4 or more things grouped together and intended to be viewed as a whole. Projects in this area should be clearly described. Work may be presented in a variety of media.

130 Home Environment:
(includes Landscape or Exterior Home Beautification, Home Improvement) Deals with the physical surroundings of the home. Projects in this area could deal with exterior decorating, weatherization, modification or repair, landscaping, housing for pets, etc. Work may be presented in a variety of media,

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including photos, renderings, and maps.

131 Horse:
Projects in this area should focus on the management, genetics or skills necessary to produce or maintain quality, healthy animals. Work can be presented in a variety of media.

132 Industrial Arts and Building Trades:
Hands-on work demonstrating engineering, metalworking or carpentry; knowledge and skills needed to work with tools and machinery. Projects in this area should focus on design and skill development in the areas of industrial arts. Exhibits including samples of work, design plans, representations of demonstrations, research, etc. are welcome.

133 Leadership:
The ability to influence a group of people to move toward a common goal. Projects in this area should focus on leadership opportunities and the results of taking advantage of those opportunities. Exhibit examples include posters, scrapbooks, or other appropriate presentations of information and experience.

134 Outdoor Education, Recreation & Environmental Stewardship:
The act of going out into the natural environment, learning about, and respecting the environment; forms of recreation that take place outdoors. Projects in this area may cover a specific topic or activity and should include research, demonstration, and/or a presentation of a specific area of expertise.

135 Performing Arts:
Arts or skills that require public performance. Projects in this area could include dance, drama, music, puppetry, mime, clowning, magic, etc. Presentations should include some type of visual that can be viewed or auditory that can be listened to by the judges and public. Video and audio files may be submitted on flash drives, but each exhibit should be the only file on that flash drive. The duration of any video or audio file should be less than 10 minutes.

136 Personal Development:
To guide oneself toward improvement and achieving their own aspirations. Projects in this area could focus on an area of self-improvement including but not limited to strength training, flexibility, learning a new skill, etc. Results should be documented in a thorough way that shows this process but protects the privacy of the individual. Work may be presented in a variety of media.

137 Pets:
Projects in this area will include any animal whose main purpose is companionship and does not have another specific category. Exhibits should focus on the skills and knowledge necessary to own this animal. Work may be presented in a variety of media.

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138 Photography & Video:
Act of taking and printing photos; moving pictures stored digitally for editing or playback. Exhibits in this area could include a photo album, samples of photos taken (2 for ages 9-12; 3 for ages 13 and up) or video clips taken by the 4-H'er. Video and audio files may be submitted on flash drives, but they should be the only file on that flash drive. The duration of any video or audio file should be less than 10 minutes. Photos must be framed and prepared for wall hanging or be appropriately displayed on a shelf.

139 Physical Science:
The term for the branch of natural science that studies non-living systems. Projects in this area could focus on rock formation, weather, geology, caves, etc.; may include collections of rock specimens (10 or more-if small; for heavy or large items, consider photography, etc.). Work may be presented in a variety of media.

140 Poultry:
Domesticated fowl kept primarily for meat and eggs. Projects in this area should focus on the skills and knowledge necessary to produce healthy, productive poultry. Work may be presented in a variety of mediums. Please note eggs must be clean or they will not be accepted for exhibit. There should be 6 eggs displayed in a clean carton.

141 Rabbits:
Domesticated and raised for pets, food, or fiber. Projects in this area should focus on the skills and knowledge necessary to produce healthy, productive rabbits. Work may be presented in a variety of media.

142 Safety:
Knowledge and skills to prevent injuries and accidents and how to get assistance when they occur, including but not limited to farm and rural safety, fire safety, injury and illness prevention, kitchen safety, internet and technology use, and environmental safety. Projects in this area could include family fire escape plan, toddler proofing plan, research about accident prevention, etc. Work may be presented in a variety of media.

143 Science:
This category is for projects in the fields of biological science, astronomy, chemistry, plant science, marine science or any science not covered by another category. Work may be presented in a variety of media.

144 Sheep:
Animals that are raised for fiber, meat or milk. Projects in this area should focus on the skills, knowledge, and equipment necessary to produce healthy, productive sheep. Work may be presented in a variety of media.

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145 Swine:
Also called hogs or pigs and primarily used as sources of food. Projects in this area should focus on the skills and knowledge necessary to produce healthy, productive swine. Work may be presented in a variety of media.

146 Shooting Sports:
Activities including hunting, marksmanship, archery, crossbow, and related firearms. Projects in this area may cover safety, equipment, ethics, landowner relationships, etc. and may contain a pictorial demonstration. No firearm and/or projectile equipment may be submitted by a 4-H member for exhibit in the 4-H Exhibit Hall. Work may be presented in a variety of media.

147 Technology & Engineering:
Practical application of existing scientific and engineering techniques rather than theory and design. Projects in this area could focus on bridges, buildings, inventions, power sources, transportation systems, etc. Demonstrations and handcrafted models of ideas could be presented. Work may be presented in a variety of media.

148 Veterinary Science:
The branch of medical science which deals with the study of diagnosis, treatment and prevention of diseases in companion, domestic, exotic, wildlife and production animals. Projects could include observations from a day with a vet, birthing experiences of your own animals; new techniques in veterinary science, etc. Work may be presented in a variety of media.

149 Volunteerism & Citizenship:
The willingness of people to work on behalf of others without being motivated by financial gain, learning to be an informed and active member of society. Projects in this area should document volunteer activities and show the importance of community engagement. Exhibits may include photographs, detailed records of volunteer hours, testimonials of persons or causes supported, informative collections of historic items of national or local interest, or any other appropriate media.

150 Web & Graphic Design:
Projects of creative visual expression of content delivered by display or internet. Examples include link to website, hi-resolution jpg for graphics

151 Wildlife & Fisheries:
All animals that are undomesticated; the aquatic population harvested recreationally. Projects in this area should focus on harvesting, recreation, or tourism aspects of this category. Exhibits could include articles made by the 4-H'er, such as: a collection of 6 flies including 1 dry, 1 nymph, 1 streamer and 3 other flies; tying tool block; hatband or other fishing related projects appropriate to age and skill level.

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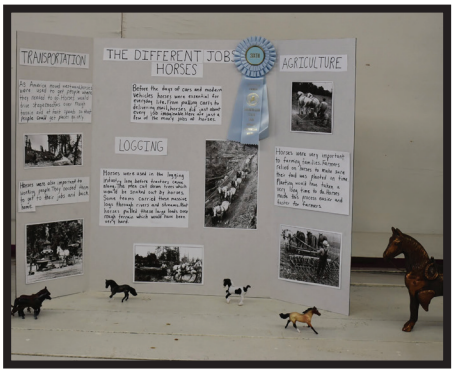
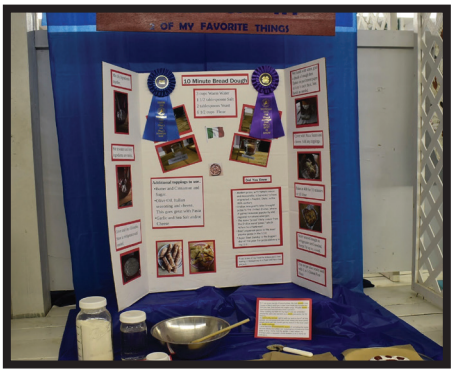
152 Woodworking:
Work may be presented in a variety of media, including examples of items created from wood with hand tools: whittling/carving, items of furniture, birdhouses, etc.

153 Working Steer:
Young male cattle trained to work with a yoke and to do heavy pulling similar to draft horses. Projects in this area should focus on the skills and knowledge necessary to train and work with steers, safety or equipment. The material may be presented in various media.